

IN THE CLAIMS:

1-16. (Cancelled)

17 (Currently amended) A method for testing a system for connecting an electronic device under simulation to a network, wherein the simulation is to be carried out by software in a computer, the method comprising:

(a) generating a data packet using software in a first computer;

(b) transmitting the data packet, from the first computer, to a second computer;

(c) transmitting back the data packet received by the second computer to the first computer;

(d) comparing performing a comparison of the data packet received by the first computer with the data packet that was sent by the first computer; and

(e) reporting an error if the data packet received by the first computer does not match the data packet that was sent by the first computer the results of said comparison.

18. (Currently amended) A method for testing a system for connecting an electronic device under simulation to a network, wherein the simulation is to be carried out by software in a computer, the method comprising:

(a) generating a data packet using software in a first computer;

- (b) from the first computer, transmitting the data packet to a second computer;
- (c) at the second computer, storing the data packet received from the first computer in a first buffer in the second computer;
- (d) at the second computer, transmitting the data packet stored in the first buffer to a third computer;
- (e) at the third computer, transmitting back the data packet received to the second computer;
- (f) at the second computer, transmitting the data packet received from the third computer to the first computer;
- (g) at the first computer, comparing performing a comparison of the data packet received with the data packet that was sent; and
- (h) reporting an error if the data packet received by the first computer does not match the data packet sent by the first computer the result of said comparison.

19-56. (Canceled)

57. (Currently amended) An apparatus for testing a system for connecting an electronic device under simulation to a network, wherein the simulation is to be carried out by software in a computer, the method apparatus comprising:

- (a) a source for generating a data packet using software in a first computer;

(b) an interface that transmits the data packet from the first computer to a second computer, and that receives the data packet back from a second computer; and

(c) a computer program in the first computer that compares the data packet received by the first computer with the data packet that was sent by the first computer, and reports an error if the data packet received by the first computer does not match the data packet that was sent by the first computer.

58. (Currently amended) An apparatus for testing a system for connecting an electronic device under simulation to a network, wherein the simulation is to be carried out by software in a computer, the method apparatus comprising:

(a) a source that generates a data packet using software in a first computer;

(b) an interface in the first computer that transmits the data packet to a second computer, and receives the data packet back from the second computer;

(c) a program running on the second computer that stores the data packet received from the first computer in a buffer allocated in the second computer;

(d) an interface in the second computer that receives the data packet from the first computer and returns the data packet received from the third computer to the first computer;

(e) an interface in the second computer that transmits the data packet stored in the buffer to a third computer and receives back the data packet from the third

computer;

(f) an interface in the third computer that receives the data packet from the second computer and transmits the data packet to the second computer; and

(g) a program running in the first computer that compares the data packet received at the first computer with the data packet that was sent from the first computer; and reports an error if the data packet received by the first computer does not match the data packet sent by the first computer.

59. (Previously presented) A computer-readable medium, for use in testing a system for connecting an electronic device under simulation to a network, wherein the simulation is to be carried out by software in a computer, the computer-readable medium comprising computer-executable instructions for:

(a) generating a data packet using software in a first computer;

(b) transmitting the data packet, from the first computer, to a second computer;

(c) transmitting back the data packet received by the second computer to the first computer;

(d) comparing the data packet received by the first computer with the data packet that was sent by the first computer; and

(e) reporting an error if the data packet received by the first computer does not match the data packet that was sent by the first computer.

60. (Previously presented) A computer-readable medium, for use in testing a system for connecting an electronic device under simulation to a network, wherein the simulation is to be carried out by software in a computer, the computer-readable medium comprising computer-executable instructions for:

- (a) generating a data packet using software in a first computer;
- (b) from the first computer, transmitting the data packet to a second computer;
- (c) at the second computer, storing the data packet received from the first computer in a first buffer in the second computer;
- (d) at the second computer, transmitting the data packet stored in the first buffer to a third computer;
- (e) at the third computer, transmitting back the data packet received to the second computer;
- (f) at the second computer, transmitting the data packet received from the third computer to the first computer;
- (g) at the first computer, comparing the data packet received with the data packet that was sent; and
- (h) reporting an error if the data packet received by the first computer does not match the data packet sent by the first computer.

61. (Currently amended) A method for testing a system for connecting an

electronic device under simulation to a network, wherein the simulation is to be carried out by software in a computer, the method comprising:

- (a) generating a data packet using software in a first computer;
- (b) from the first computer, transmitting the data packet to a second computer;
- (c) at the second computer, transmitting the data packet to a third computer;
- (d) at the third computer, transmitting back the data packet received to the second computer;
- (e) at the second computer, transmitting the data packet received from the third computer to the first computer;
- (f) at the first computer, ~~comparing performing a comparison~~ of the data packet received with the data packet that was sent; and
- (g) reporting ~~an error if the data packet received by the first computer does not match the data packet sent by the first computer the results of said comparison.~~

62. (Currently amended) An apparatus for testing a system for connecting an electronic device under simulation to a network, wherein the simulation is to be carried out by software in a computer, the method apparatus comprising:

- (a) a source that generates a data packet using software in a first computer;
- (b) an interface in the first computer that transmits the data packet to a

second computer and receives the data packet back from the second computer;

(c) an interface in the second computer that receives the data packet from the first computer and returns the data packet received from the third computer to the first computer;

(d) an interface in the second computer that transmits the data packet to a third computer and receives back the data packet from the third computer;

(e) an interface in the third computer that receives the data packet from the second computer and transmits the data packet to the second computer; and

(f) a program running in the first computer that compares the data packet received at the first computer with the data packet that was sent from the first computer; and reports an error if the data packet received by the first computer does not match the data packet sent by the first computer.

63. (Previously presented) A computer-readable medium, for use in testing a system for connecting an electronic device under simulation to a network, wherein the simulation is to be carried out by software in a computer, the computer-readable medium comprising computer-executable instructions for:

(a) generating a data packet using software in a first computer;

(b) from the first computer, transmitting the data packet to a second computer;

(c) at the second computer, transmitting the data packet to a third computer;

- (d) at the third computer, transmitting back the data packet received to the second computer;
- (e) at the second computer, transmitting the data packet received from the third computer to the first computer;
- (f) at the first computer, comparing the data packet received with the data packet that was sent; and
- (g) reporting an error if the data packet received by the first computer does not match the data packet sent by the first computer.